



SPECIAL FEATURES

- 3D SWIVO-VISION
- Life after Death
- Devious puzzles!
- Slay Mimbies with your sling

WICKED PUZZLES TO CONFOUND THE BRAIN!

Centuries ago, Tehotec the mad ruler of Djo Carz took the secret of his treasure to his grave deep within a mystic Temple-Pyramid known as a Ziggurat. You, the Explorer must now wander through this maze of chambers to gain this secret. You must solve devious puzzles, kill or avoid Mimbies (ghosts of past explorers) and wrestle with horrors too terrible to speak of. The Exploration of your life may end in your death ... we shall see!

TO LOAD —

Disk: RUN"AS"

Cassette: CTRL and small ENTER key.

Ziggurat may be played using the Keyboard or joystick. Press 1 and define your own keys and/or Joystick movements.

The controls are: The four directions, Jump, Fire, Drop Ball, Reverse view, Pull Marble.

Extra controls during gameplay: Pause — SHIFT, Music ON/OFF — CAPS LOCK, Sacrifice Life — TAB, Abort Game — ESC, Cycle Through Inventory — LEFT/RIGHT ARROW.

If the joystick is selected then the fire button is used for Jumping.

Playing the Game...

To achieve your goal you must find the treasure room. Before this can be done many devious puzzles must be solved. Some of the puzzles may be solved by moving the marbles around. If you need to pull the marbles then use the pull marble toggle.

You will notice that you are not alone in the Ziggurat. Previous explorers who have perished wander around and their energy sapping touch may turn you into one of them! (we call them Mimbies). In most cases they can be avoided by some fancy footwork but some may need to be destroyed. To do this you will need the sling and some pebbles. One major problem in Mimbie slaying is that they tend to leave a very unpleasant acid puddle behind and your size 12 ZEB's (Ziggurat Exploring Boots) cannot protect you from it. There is one room which plays a vital role in the game and that is the see-saw room. The marbles too, play an important part. Whilst the acid protection aspect of the boots is poor they do provide enough support to leap off one block, but any higher and it is Mimbie time!

You will discover most of the features in the game yourself and the best way to do this is not to try and solve the puzzle the first time you play but simply to explore the rooms and objects. Below are a series of hints and tips.

View Changes

One of the features in Ziggurat is the ability to change the way in which you look at the rooms. By pressing the appropriate button the view will appear from the other corner of the room.

Hints & Tips

Make a map. If you notice strange things happening to rooms, don't panic, everything is logical.

If you need to bridge a gap in a room, have a look in the room next door, you may be able to push something through.

You may not be heavy enough to trigger a pressure pad but something else will.

How can you use a lift without a lift button?

Use the pause function when thinking.

It has been rumoured in the local pubs that Mimbies like nothing more than a dead mouse, in fact they can't resist them!

Items to be found.

Pebbles, sling, lift buttons, marbles, Mimbie bait, levers, spell, winch handle, cog, scales (for balance?), red thing!, crowbar, trapdoor handle, key...

Original game design
Programmed by
Instructions

Tigress Designs Ltd
Chris Sawyer
CEEPS, Mandy & IFRIT

ZIGGURAT LOADING INSTRUCTIONS — CASSETTE

AMSTRAD CPC 464: Hold down CTRL and press ENTER. Press play on cassette player. Then press any key.

AMSTRAD CPC 6128: Type TAPE. Press RETURN. Now follow CPC 464 instructions.

COMMODORE CASSETTE: Hold down SHIFT and press RUNSTOP. Press play on DATASETTE.

ZIGGURAT LOADING INSTRUCTIONS — DISK

AMSTRAD: Type RUN"AS". Press RETURN.

COMMODORE: Type LOAD"*,8,1. Press RETURN.